

Kevin Liu

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EDUCATION

University of California, Irvine

B.S in Computer Science

GPA: 3.99/4.00; Magna Cum Laude

Irvine, CA

Graduating June 2025

EXPERIENCE

Meta

Software Engineer

Bellevue, WA

Incoming 08/25

AVEVA (Schneider Electric Subsidiary)

Software Engineer Intern

Lake Forest, CA

07/24 – 02/25

- Developed OpenTelemetry agents and a collector in C# to aggregate internal servers' logs and monitor their uptimes
- Called Azure DevOps's Web API with a C# program to track the team's sprint progression and software test coverage
- Automated the deployment of simulated manufacturing lines with docker compose to load test new cloud infrastructure

Software Engineer Intern

06/23 – 09/23

- Scripted SQL queries and XML parsing to model the system hierarchy of customer factory applications as JSON files
- Developed an Angular application to visualize and edit the system hierarchy JSON files in a network diagram view
- Automated the configuration of virtual machines and their manufacturing software with PowerShell given a system hierarchy JSON file, reducing customer support time by multiple hours on average

Mobile Money

Software Engineer Intern

San Clemente, CA

08/22 – 10/22

- Implemented an incident reporting framework with Django models consisting of server schedulers that periodically create and run events through various rules, creating incidents on failure that would be filtered to the proper employee
- Deployed and created a test suite for the framework, reducing concurrent incidents from 2000 to 500

University of California Information Systems Lab

Undergraduate Researcher

Irvine, CA

06/22 – 12/22

- Designed an end-to-end distributed system in Python and MongoDB where drones fly between coordinates to take images, processing them for fire detection and using a machine learning model to adjust drone flight based on fire growth
- Helped iteratively test the machine learning model and was published at the 2023 ACM/IEEE IoTDI conference

PUBLICATIONS

“Demo Abstract: DOME - IoT-Based Monitoring Emergent Events for Wildland Fire Resilience” 2023 ACM/IEEE IoTDI

PROJECTS/CAMPUS INVOLVEMENTS

Commit The Change | Software for Nonprofits

Business Management Console - Tech Lead

Irvine, CA

10/23 – 06/24

- Worked with Feeding Pets of the Homeless to create a database schema and administrative React website, deploying it on AWS and allowing them to more easily manage and scale the number of donating/collaborating businesses
- Led an agile development environment and incorporated DevOps practices through Github issues and biweekly sprints

Furniture Donation Portal for Veterans - Full-Stack Developer

10/22 – 06/23

- Developed and deployed a donation portal with React and Express.js for Patriots and Paws on AWS, allowing donors to submit and track donations, veterans to select donated furniture online, and for automatic donation deliveries
- Optimized the back end with schedulers to periodically delete obsolete database records, lowering EC2 costs by 20%

ZotBins | Internet of Things Recycle and Trash Bins

ZotBins Lambda (Serverless Back end) - Back End Developer

Irvine, CA

03/22 – 05/23

- Designed and deployed a relational database schema with SQLAlchemy and a REST API with Serverless onto an AWS EC2 instance, enabling Zotbins to scale the number of smart waste bins across campus from 2 to 12
- Implemented an CI/CD pipeline through GitHub Actions and the corresponding end to end test suite for pull requests

SKILLS/COURSEWORK

Languages: Python, C++, C#, C, Java, JavaScript, TypeScript, PowerShell, SQL

Technologies: Docker, Kubernetes, React, Angular, Bootstrap, Serverless, NodeJS, Scikit-learn, AWS, Google Cloud, Azure

Coursework: Data Structures and Algorithms, Database Management, Networks, Machine Learning, System Design